

Version 2: 2E/SF

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Minbari Morshin Carrier

## SPECS

Class: Hvy Combat Vsl  
In Service: 2022  
Point Value: 650  
Ramming Factor: 130  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 3/4 Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
Extra Power: 2  
Initiative Bonus: +7

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	3	4	5	6	6	7	8	9	9
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

## WEAPON DATA

### Fusion Cannon

Class: Molecular  
Mode: Standard  
Damage: 1d10+9  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

### Electro-Pulse Gun

Class: Electromagnetic  
Effect: Forces dropout  
Range Penalty: -3 per hex  
Fire Control: -/-/+3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## FORWARD HITS

1-4: Retro Thrust  
5-7: Fusion Cannon  
8-10: EP Gun  
11-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Fusion Cannon  
9-10: EP Gun  
11-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Struct  
8-9: Port/Stb Thrust  
10-11: Jammer  
12-13: Sensors  
14: Engine  
15-17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

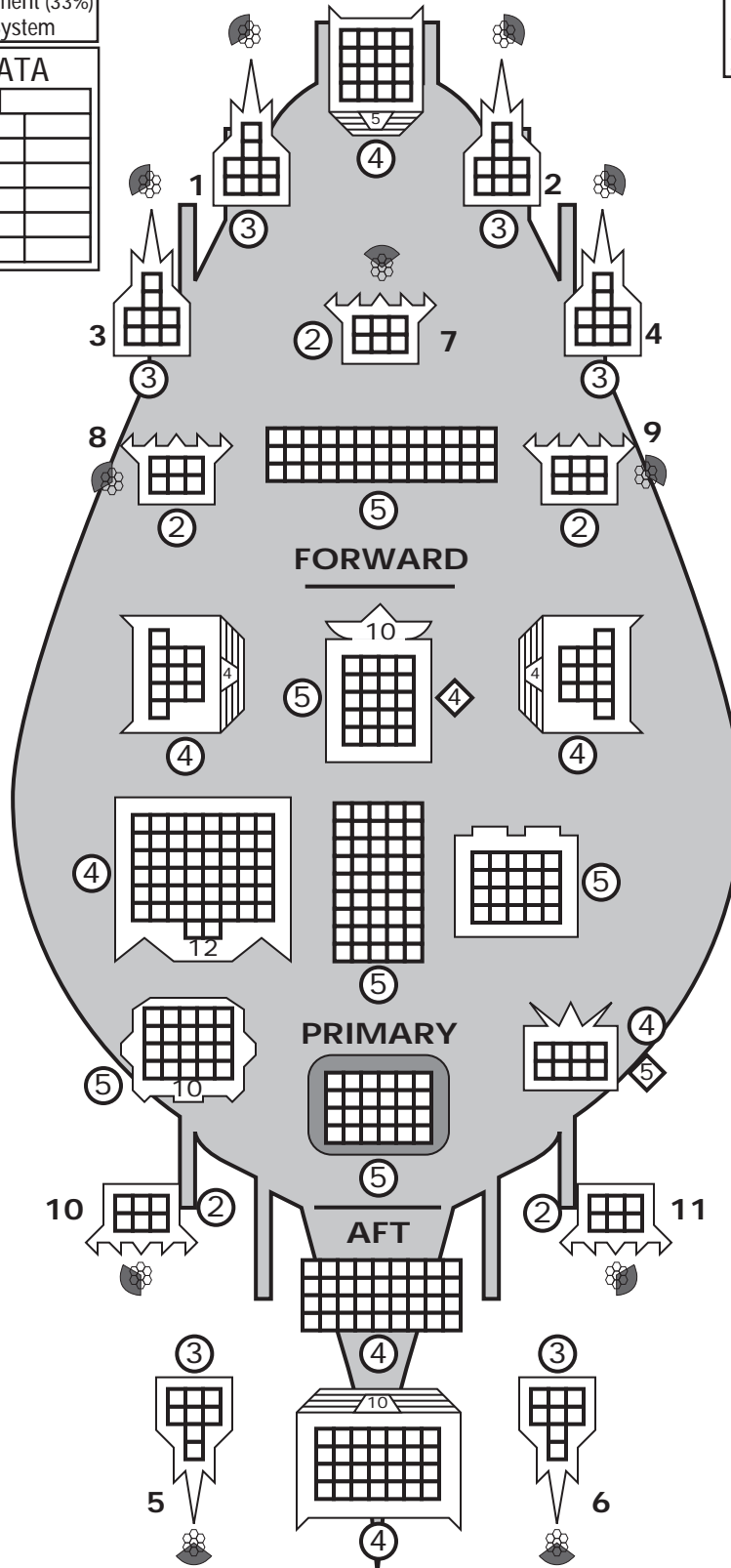
Limited Deployment (33%)  
Gravitic Drive System

## SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

## HANGAR

48 Fighters  
2 Flyers



## COMBAT FLYERS

Cost: 70 Defense: 9/7  
Thrust: 10 Offense: +4  
Armor: 1 Initiative: +10  
Two Light Fusion Cannons:  
Recharge Delay: None  
Range Penalty: -2 per hex  
Damage: 1d6+4 per gun  
Firing Arcs: #1 #2



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Fusion Cannon
- EP Gun
- Jammer